

CHEAT CODE EXPLOSION



BONUS COVERAGE
OF **MINECRAFT®** AND
SKYLANDERS TRAP TEAM™

for
Consoles

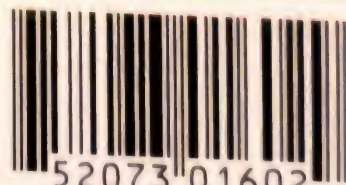
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CHEAT CODES EXPLOSION

*for
Consoles*

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MINECRAFT

SPECIAL AREAS

Some interesting locations in *Minecraft* aren't common parts of their biomes. These places aren't 100% unique, but they're pretty close. You might go days or weeks without finding some of these, so they're awesome treats when you uncover them.

ABANDONED MINESHAFTS

These pre-existing tunnels are found underground in the Overworld. They're useful because they often let you travel quickly through an area, finding spare Railways, Coal, Iron, perhaps Cobwebs, and such. Chests of both common and rare treasures are located in these shafts, so search them thoroughly. You might find Diamonds, special Seeds, Saddles, Horse Armor, or Enchanted Books.

While you search, remember to keep all Torches on one specific side of the shaft. This ensures that you know how to get back to the entrance when you decide to leave.

Monster Spawners in these shafts create Cave Spiders—they're poisonous, so be careful when you fight them. Keep your health high, and bring Milk if at all possible. It's nice to have as a backup after a close fight.

DUNGEONS

Huge cave complexes often have a small Cobblestone room with a Monster Spawner inside them. These rooms are called dungeons. They contain Chests of treasure, so they're excellent to find, and you can build deadly trap rooms to farm experience from the Monster Spawners if you have the inclination to do so.

Dungeons are found in the Overworld, and the best way to raise your chances of seeing them is to dig through areas until you find ravines or caverns. Follow these all the way to their end, while looking for high concentrations of monsters; that's sometimes a tipoff that a Monster Spawner is there. If you dig in an area and hear monsters, always search for the cavern that houses the beasts, and you may find a dungeon.

Dungeon Chests can hold Golden Apples, high-quality Horse Armor, Name Tags, Music Discs, Saddles, and other decent goodies. It's always good to loot these locations!

NETHER FORTRESSES

These monster bastions are located in the Nether. They're made of Nether Bricks and are well defended by Blazes, Wither Skeletons, Magma Cubes, and a Monster Spawner (which makes even more Blazes). You can't find Nether Wart anywhere else in *Minecraft*, so that alone is a good reason to search for a Nether Fortress. Nether Wart is required for any real brewing, so finding a source of this rare herb is amazingly good news.

If you find a Nether Fortress and don't get everything you want out of it, search directly north or south from there to find more fortresses. They're always aligned in this way, so looking east or west will get you off track. On the other hand, if you can't find *any* fortresses, travel east or west in the hopes of finding your first one.

As with most special locations, Nether Fortresses have Chests of loot as well as rare resources. Diamonds, metal, Golden equipment, Saddles, Horse Armor, and Nether Wart are all possible rewards here.

Don't assume you've seen all of a Nether Fortress once you've explored the areas above ground. These massive complexes can be buried in the ground, requiring some serious excavation to dig out.

VILLAGES

Happy towns of peaceful Villagers exist in the Overworld. Search plains, desert, and savanna biomes to find them. Once you do, talk to the Villagers by approaching them and interacting with each person. They have different professions and items to trade. They request specific items and give you Emeralds as payment. These Emeralds can then be traded for items that the Villagers create.

Look for rare items in town. Chainmail armor, Bottles of Enchanting, and a few other fun items are available this way.

If you cause too much trouble in a Village, the Iron Golems that defend it become aggressive toward your character.

THINGS THAT INFLUENCE YOUR POPULARITY IN A VILLAGE

Attacking a Villager	-1
Killing a Villager	-2
Attacking a Child	-3
Killing an Iron Golem	-5
Trading the Last Item on a Villager's List	+1

If you want to trade and walk safely around town, avoid hitting any Villagers, and run away from them if you get into any trouble. Don't fight your way out, and don't attack the Iron Golems even if they come after you.

Village Blacksmiths often have cool loot. Search their buildings for Chests, and trade with the Blacksmiths to see if they have anything fun to offer.

If you'd like to expand a Village, add Doors to its buildings. This causes even more Villagers to spawn. You're also free to add physical defenses so that fewer Zombies can reach and attack the Villagers. Zombies are a major threat to towns. Wall off remote areas to provide some defense. Zombies spawn within town limits, so there's only so much you can do, but building good walls is a start, and they make Villages look even more exciting.

Also, use Iron Golems for additional Village defenders. Either fight aggressively to protect townsfolk during the evening, or run away before sunset and keep your distance from town to prevent it from being attacked. Zombies won't siege a Village unless you're nearby.

STRONGHOLDS

These large, dangerous complexes are major features in the Overworld. They can appear in any biome, and they're always somewhat closer to your starting point. In other words, you won't find them hours away from your starting point. They're a critical part of the game's progression, because you can only reach The End and face the Ender Dragon by finding a Stronghold and activating its portal.

Use Eyes of Ender to locate strongholds. These special items give you a direction to the nearest stronghold. They're often deep underground, so they may bump into ravines or other special terrain features.

Once you find a stronghold, be careful. Monster Eggs are common, and Silverfish are major threats. They attack in large groups if you trigger them. Strongholds contain Monster Spawners that deploy even more Silverfish to hassle you.

Once you find the heart of the stronghold, destroy its Monster Spawner. Look for the End Portal. Activate these with more Eyes of Ender and exit to The End.

Treasure Chests in strongholds feature a huge range of rewards. Storage rooms have Chests with a chance to yield metal, food, and an Enchanted Book. Rooms with Slabs may have Ender Pearls, metal, food, Iron equipment, Golden Apples, Saddles, Enchanted Books, or Horse Armor. Library rooms have Books, Paper, Maps, Compasses, or Enchanted Books.

TEMPLES

Desert and jungle biomes have the potential to host temples. These neutral features are normally found at ground level and are quite fun to explore. They often hold considerable treasure, so everyone loves to look for them. Don't relax while you wander through these structures. They often have traps, and you don't want to get yourself killed and lose so much potential treasure in the process.

Explore carefully and look for traps before you trigger them. Be willing to dig around hallways and come in from the side or rear of each chamber to avoid trouble. Or, disarm traps by finding their Tripwires/Pressure Plates and break those to disable the traps.

SECRETS REVEALED

Jungle Temples have a hidden Chest that is revealed if you find the proper settings for three Levers inside the temple.

Desert Temples have a hidden room under the floor. That room is trapped to explode, so dig down to it carefully and avoid the Pressure Plate while you loot the place.

WITCH HUTS

Most often located in swamp or plains areas. Witch Huts are small residences that may have Witches in them — Witches don't spawn there forever, so any that have fallen out, left, or been killed won't reappear.

THE END

The End is another special dimension in *Minecraft*. You cannot get there at first, but Endermen help you get there eventually.

ENDERMEN AND EYES OF ENDER

Endermen are rare monsters, but you find them here and there throughout the Overworld. Large, dark areas that are at least three blocks high have a chance to spawn Endermen at any time.

Fight these enemies by attacking their feet. This prevents them from teleporting. Don't use ranged attacks, and don't look them in the eyes because that makes them aggressive before you're ready to fight.

Kill enough Endermen, and you start to accrue Ender Pearls. These items are useful for instant teleportation. Throw them at your target — and bam! — you're there. This causes damage to your player, but it's still fun.

That said, you're best off saving most of your Ender Pearls; they are crafted into Eyes of Ender. These items help you find strongholds and then to activate portals that are located only within those strongholds.

Craft more than 12 Eyes of Ender when you want to reach The End. Use the Eyes to locate the nearest stronghold, attack that base, and look for the room with the End Portal. This is where Silverfish spawn. Track them back to that room, destroy their Monster Spawner, and then fill in the 12 slots around the End Portal with your Eyes of Ender. Doing so opens the way — you can now get to The End.

Note that you can't get back, so don't step through the portal until you stash your best items at home.

GOING TO THE END AND KILLING THE ENDER DRAGON

End Portals stay activated once you've found them and used your Eyes of Ender. That's good news, because your trip to The End won't always go well. We recommend against taking all of your good equipment for your first trip there. You should get your bearings, make sure your spawn location is "safe," and try to build a starting base with your first life there.

The game's final boss is here; it's called the Ender Dragon. This thing is so powerful that it breaks most blocks by flying through them. Obsidian and the End Stone that dominate this dimension are both exceptions. Bring enough Obsidian to quickly create a small room beside the portal where you spawn (not on it). Form this room and drop an Ender Chest there, if you have one. This lets you harvest End Stone and transport it back to the Overworld even before you're able to kill the Ender Dragon.

Preparing for Battle

Once you're comfortable going to The End and getting your bearings, start arm yourself for the final engagement. You want a Bow with the best Power enchantment you can get. A few stacks of Arrows won't hurt, though you likely won't need all of them unless things go very badly.

A good Sword helps, too. The Ender Dragon is too mobile to kill with a Sword, but Endermen also inhabit The End, and they are an additional threat. Swords should have either Fire Aspect or the highest possible damage output.

Diamond armor with Protection IV is your smartest bet for safety. Your helmet can be either a Pumpkin or a Diamond Helm. The latter is better for surviving. Pumpkins are better for avoiding extra fights with Endermen, because they don't attack when you look at them. This is a matter of personal preference.

Potions of Healing and Regeneration are both useful during the battle. Golden Apples or Enchanted Golden Apples are great, too.

Ender Pearls are helpful as well. They let players teleport from smaller islands over to the main island, possibly saving themselves if they're knocked over the edge during the boss fight.

Slaying the Dragon

A series of End Crystals keeps the Ender Dragon alive and healthy. Each Crystal is placed on top of an Obsidian pillar, like the ones on which you arrive. Destroying these is a critical part of the boss fight. If you don't break the crystals, the Ender Dragon can stay at or near full health indefinitely, despite your best efforts.

Watch for the healing beams that emanate from the End Crystals. Their energy flows toward the dragon. Trace it back to figure out where the crystals are, and use your Bow to shoot at them until they explode.

Once the crystals are no longer healing the Ender Dragon, turn the Bow on him! Head shots are the way to go if you want to win this fight anytime soon; they inflict quadruple damage. The best way to achieve these hits is to wait for the Ender Dragon to come after your character. Nail it in the head with a fully charged attack. Get another shot in immediately afterward, and then watch the dragon fly away. Chase it and wait for the boss to turn and come after you again. Repeat your attacks and wait for the kill!

The Aftermath

The Ender Dragon drops so much experience that even a character with no experience will max out their levels almost immediately. It's better to bring a few friends to spread around the experience, or bring in materials for enchanting work so you can enchant multiple items and still max out your experience.

The Ender Dragon also drops a Dragon Egg. This doesn't have a use (yet). However, you can collect it. Clicking on the Dragon Egg causes it to teleport. Do this one time to get the egg away from the End Portal, which appears to take you home. You don't want the egg to fall into the End Portal and break.

After the Dragon Egg teleports, track it down. It sometimes appears below the ground. Tunnel until you find it, and then get two blocks beneath it. Destroy the End Stone there, place a Torch, and then destroy the block above to drop the Dragon Egg onto the Torch. This turns the egg into a resource and allows you to collect it.

And now, you have completed The End. Come back here to farm Endermen or End Stone, and use your new End Portal to return home at any time.

ACHIEVEMENTS

Achievements (and Trophies) are small rewards to let you know you're on the right track in *Minecraft*. These rewards are available in the PC and console versions of the game. You don't get any special items for unlocking these, but they're still fun goals to shoot for, especially when you're a new player and don't know what to do first. By the time you figure out how to get most of these, you'll be an expert at *Minecraft*!

ACHIEVEMENT	REQUIREMENTS	DESCRIPTION	VERSIONS
Acquire Hardware	Complete "Hot Topic" and pick up an Iron Ingot	Smelt an Iron Ingot	PC, Console
Adventuring Time	Complete "The End?" and visit 38 specific biomes	Discover all biomes	PC only
Awarded All Trophies	Complete ALL trophies	All Trophies have been awarded	PS only
Bake Bread	Complete "Time to Farm" and pick up Bread	Turn Wheat into Bread	PC, Console
Beaconator	Complete "The Beginning." and place a Beacon with a four-tier pyramid	Create a full Beacon	PC only
Benchmarking	Complete "Getting Wood" and pick up a Crafting Table	Craft a Crafting Table with four blocks of Wood Planks	PC, Console
Cow Tipper	Complete "Time to Strike!" and pick up Leather	Harvest some Leather	PC, Console
Delicious Fish	Complete "Hot Topic" and remove any cooked Fish	Catch and cook a Fish	PC, Console
Diamonds to You	Complete "DIAMONDS!" and drop Diamonds for another target to pick up	Throw Diamonds at another player	PC only
DIAMONDS!	Complete "Acquire Hardware" and pick up a Diamond	Acquire Diamonds with your Iron tools	PC, PlayStation
Dispense With This	Complete "Acquire Hardware"	Construct a Dispenser	Console only
Enchanter	Complete "DIAMONDS!" and pick up an Enchanting Table	Use a Book, Obsidian, and Diamonds to construct an Enchanting Table	PC, PlayStation
Getting an Upgrade	Complete "Time to Mine" and pick up a non-Wooden Pickaxe	Construct a better Pickaxe	PC, Console
Getting Wood	Complete "Taking Inventory" and pick up a piece of Wood	Attack a tree until a piece of Wood pops out	PC, Console
Hot Topic	Complete "Time to Mine" and pick up a Furnace	Construct a Furnace out of eight Cobblestone blocks	PC, Console
Into Fire	Complete "We Need to Go Deeper" or "Into the Nether" and pick up a Blaze Rod	Relieve a Blaze of its Rod	PC, PlayStation
Into the Nether	Complete "Acquire Hardware" and enter a Nether Portal	Build a Portal to the Nether	Console only
Leader of the Pack	Complete "Monster Hunter"	Tame five Wolves	Console only

ACHIEVEMENT	REQUIREMENTS	DESCRIPTION	VERSIONS
Librarian	Complete "Enchanter" and pick up a Bookshelf	Build some Bookshelves to improve your home	PC only
Local Brewery	Complete "Into Fire" and pick up a Potion	Brew a Potion	PC, PlayStation
MOAR Tools	Complete "Benchmarking"	Construct a Pickaxe, Shovel, Axe, and Hoe	Console only
Monster Hunter	Complete "Time to Strike!" and kill any monster	Attack and destroy a monster	PC, Console
On a Rail	Complete "Acquire Hardware" and travel by Minecart for 500 m (Console) or 1 km (PC)	Travel by Minecart for 500 m or 1 km	PC, Console
Overkill	Complete "Enchanter" and deal 18 damage to a target	Deal eight hearts of damage in a single hit	PC only
Repopulation	Complete "Cow Tipper"	Breed two Cows with Wheat	PC only
Return to Sender	Complete "We Need to Go Deeper" or "Into the Nether" and kill a Ghost using a Ghost's Fireball	Destroy a Ghost with a Fireball	PC, PlayStation
Sniper Duel	Complete "Monster Hunter" and kill a Skeleton with a Bow from long range	Kill a Skeleton with an Arrow from 50 m or more	PC, PlayStation
Taking Inventory	Open your inventory	Press the default Inventory key to open your inventory	PC, Console
The Beginning	Complete "The Beginning?"	Kill the Wither	PC only
The Beginning?	Complete "The End."	Spawn the Wither	PC only
The End	Complete "The End?" and use a Portal to exit The End	Defeat the Ender Dragon	PC, PlayStation
The End?	Complete "Into Fire" and enter an End Portal	Locate The End	PC, PlayStation
The Lie	Complete "Time to Farm" and pick up a Cake	Use Wheat, Sugar, Milk, and Eggs to make a Cake	PC, Console
Time to Farm	Complete "Benchmarking" and pick up a Hoe	Use Wood Planks and Sticks to make a Hoe	PC, Console
Time to Mine!	Complete "Benchmarking" and pick up a Pickaxe from the Crafting Table	Use Wood Planks and Sticks to make a Pickaxe	PC, Console
Time to Strike!	Complete "Benchmarking" and pick up a Sword	Use Wood Planks and Sticks to make a Sword	PC, Console
We Need to Go Deeper	Complete "DIAMONDS" and enter a Nether Portal	Build a portal to the Nether	PC only
When Pigs Fly	Complete "Cow Tipper," use a Saddle on a Pig, and cause the Pig two hearts of falling damage	Fly a Pig off a cliff	PC, Console

HOW TO EARN SPECIFIC ACHIEVEMENTS

ACQUIRE HARDWARE

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Hot Topic" and pick up an Iron Ingot	Smelt an Iron Ingot	PC, Console

Here's an easy one. Construct a Furnace, interact with the Furnace, and put one piece of Iron Ore into the top slot. Put any type of fuel in the lower slot (Coal is always good). After a short time, the Iron Ore burns away and leaves an Iron Ingot. Pick it up!

ADVENTURING TIME

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "The End?" and visit 38 specific biomes	Discover all biomes	PC only

Visit the Nether and The End, and then travel the Overworld as well to find as many biomes as possible. This is one of the hardest and most time-consuming achievements in the game. If you look up a world with an existing seed, people can give you coordinates for the biomes you still need to find. This can really help, but it's still a labor of love.

AWARDED ALL TROPHIES

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete ALL trophies	All Trophies have been awarded	PS only

The PlayStation version of *Minecraft* gives you this trophy if you finish all the other available Trophies. Read through this section to find out how to get all of them.

BAKE BREAD

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Time to Farm" and pick up Bread	Turn Wheat into Bread	PC, Console

Put three pieces of Wheat onto your Crafting Table, side by side. This gets you a piece of Bread! Pick it up, and enjoy your easy achievement.

BEACONATOR

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "The Beginning" and place a Beacon with a four tier pyramid	Create a full Beacon	PC only

Kill a Wither to collect a Nether Star. Use this to craft a Beacon (which requires five Glass Blocks, the Nether Star, and three Obsidian on the bottom). Build your Beacon and then bring it to a wide open space. Create a pyramid there, using blocks of Iron, Gold, or Diamond. You need a four-tier pyramid for this achievement; this means you need 164 blocks of whatever mineral you plan on using.

9X9 (81 BLOCKS)	
BASE	7x7 (49 Blocks)
Tier 2	5x5 (25 Blocks)
Tier 3	3x3 (9 Blocks)
Tier 4	Beacon on top
Top	

BENCHMARKING

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Getting Wood" and pick up a Crafting Table	Craft a Crafting Table with four blocks of Wood Planks	PC, Console

After you chop down a block or two of Wood from a local tree, put the blocks of Wood into your crafting window. Fill all four spaces with Wood and make a Crafting Table. Grab that, set it up, and keep on crafting.

COW TIPPER

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Time to Strike!" and pick up Leather	Harvest some Leather	PC, Console

Find Cows and attack them with a Sword (or whatever you feel like using). Kill the animals and grab any Leather that drops. That's all you need to do.

DELICIOUS FISH

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Hot Topic" and remove any cooked Fish	Catch and cook a Fish	PC, Console

Craft a Fishing Rod and go to your nearest body of Water. Equip your rod and use it to toss the lure out into the Water. Watch carefully for any ripples, and don't pull the Rod up until you see the lure dip into the Water. That's when you use the Rod to grab your Fish.

Once you have something to cook, go back to a Furnace, put the Fish into the upper slot, and wait for it to cook. Grab the cooked Fish when it's done, and you're finished.

DIAMONDS TO YOU

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "DIAMONDS!" and drop Diamonds for another target to pick up	Throw Diamonds at another player	PC only

Drop Diamonds in front of a Zombie or, better yet, a player that you trust. If the target picks up your Diamond, you get this achievement. Kill any Zombies involved to get your Diamonds back, or ask nicely to get them back from your friend.

DIAMONDS!

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Acquire Hardware" and pick up a Diamond	Acquire Diamonds with your Iron tools	PC, PlayStation

Make an Iron Pickaxe and dig down toward the Overworld's bedrock (a "Y" value of 15 or lower). Dig through tunnels in all directions until you see a clear, bluish stone embedded in the rock. Cut it out using your Iron Pickaxe and grab the Diamonds. Never use a Wood or Stone Pickaxe for this task; it destroys your precious loot.

DISPENSE WITH THIS

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Acquire Hardware"	Construct a Dispenser	Console only

Get a Bow, Cobblestone, and some Redstone, and craft these items into a Dispenser. That's all that's needed for this achievement.

ENCHANTER

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "DIAMONDS!" and pick up an Enchanting Table	Use a Book, Obsidian, and Diamonds to construct an Enchanting Table	PC, PlayStation

Make Paper (from Sugar Cane) and gather Leather from Cows or Horses. Use these to craft a Book.

Then, go deep into the mines and gather two Diamonds and four blocks of Obsidian. You need a Diamond Pickaxe to mine the Obsidian, so it'll take five total Diamonds to complete this if you haven't already made a Diamond Pickaxe.

Once you have all of these items, craft an Enchanting Table and start saving experience for some cool item enhancements!

GETTING AN UPGRADE

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Time to Mine" and pick up a non-Wooden Pickaxe	Construct a better Pickaxe	PC, Console

After you've made a Wood Pickaxe, start mining Stone. If you don't see a nearby, dig into the ground and head downward until you find a pocket of Stone. Get three or more pieces of that, and return to your Crafting Table. Use two Sticks and three Cobblestone to make a Stone Pickaxe. Boom! Done!

GETTING WOOD

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Taking Inventory" and pick up a piece of Wood	Attack a tree until a piece of Wood pops out	PC, Console

Upon starting your game, charge the first tree you see. Hit it with your fist without releasing the Attack button. Before long, the Wood breaks and falls to the ground. Pick it up by walking over it.

HOT TOPIC

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Time to Mine" and pick up a Furnace	Construct a Furnace out of eight Cobblestone blocks	PC, Console

Mine eight pieces of Cobblestone and take them to your Crafting Table. Add them as ingredients and make your Furnace. It's as simple as that.

INTO FIRE

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "We Need to Go Deeper" or "Into the Nether" and pick up a Blaze Rod	Relieve a Blaze of its Rod	PC, PlayStation

Go into the Nether and search for a Nether Fortress. They're extremely large structures, so you won't have any doubt when you see one. Climb up the Nether Brick staircases and hunt for the fiery Blazes that fly around each fort's upper reaches. Kill them with ranged attacks or back around corners to lure them into melee range.

Loot the ground after Blazes die and search for their Blaze Rods. Quite useful items!

INTO THE NETHER

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Acquire Hardware" and enter a Nether Portal	Build a Portal to the Nether	Console only

Make a Diamond Pickaxe, fill a Bucket with Water, and search for a pool of Lava (on the surface or down near the bottom of the Overworld). When you find Lava, use the Bucket to pour Water over the Lava. The Water cools the magma and turns it into Obsidian. Make a large, safe place to mine, light it well with Torches, and collect many pieces of Obsidian by using your Diamond Pickaxe (nothing else works).

You can make a Portal to the Nether with ten pieces of Obsidian. For your first Portal, we'd suggest 14 pieces just because it's easier and looks nice.

When you have everything you need, find a safe place for your Portal. Make a line of Obsidian four stones long. Stack more Obsidian on the stones at each end until there are two pillars five stones high. Then, complete the top of the Portal. It should look like a large zero or a frame with an empty center. Use a fire source, such as Flint and Steel, to light the Portal's empty center. Now you can jump back and forth between the Overworld and the Nether. The corners are optional, which is why only ten pieces of Obsidian are required, but the Portal works either way. Consider blocking Portal rooms with a doorway, in case anything decides to wander in from the Nether.

LEADER OF THE PACK

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Monster Hunter"	Tame five Wolves	Console only

If you're out in a taiga biome, bring a large supply of Bones with your character. Use these Bones to try to tame any Wolves you meet. Keep doing this to get a large pack and complete your achievement. It's easier to breed Wolves than to tame them, so feed the Wolves meat to bolster their numbers once you get the achievement out of the way.

LIBRARIAN

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Enchanter" and pick up a Bookshelf	Build some Bookshelves to improve your home	PC only

Six Wooden Planks and three Books combine to make a Bookshelf. You need these to improve your Enchanting Table's power, so quite a bit of Paper, Leather, and Wood is required to max out your Enchanting Table.

For maximum power, your Enchanting Table needs to have 15 Bookshelves positioned two blocks away from it. For this to happen, you need 45 Books and 90 Wood Planks. In terms of total resources, you need 45 Leather, 135 Sugar Cane, and 90 Wood Planks.

LOCAL BREWERY

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Into Fire" and pick up a Potion	Brew a Potion	PC, PlayStation

Fight Blazes in the Nether until you get a Blaze Rod. Bring it home and use it with three pieces of Cobblestone to craft a Brewing Stand. Next, employ three Glass Blocks to make Glass Bottles, and use those in the Brewing Stand to begin playing with potions.

Powerful potions are based on rare ingredients, like Nether Wart. Try that and a Water Bottle to make your first interesting potion. Things get much more involved from there, but you've already done enough to get credit for Local Brewery!

MOAR TOOLS

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Benchmarking"	Construct a Pickaxe, Shovel, Axe, and Hoe	Console only

Use basic recipes to craft each of the four common tools. These take eight Sticks and a modest supply of Wood or Cobblestone. It's easy to gather all of these, and we explain them in Chapter 3, *Let's Begin With the Basics*.

MONSTER HUNTER

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Time to Strike!" and kill any monster	Attack and destroy a monster	PC, Console

Craft an Axe or Sword and use it to kill a monster the next time night falls.

ON A RAIL

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Acquire Hardware" and travel by Minecart for 500 m (Console) or 1 km (PC)	Travel by Minecart for 500 m or 1 km	PC, Console

This achievement takes a long time to complete. You need to make a railway that stretches 500 blocks (console versions) or 1,000 blocks (on the PC). That's a major time commitment.

We recommend you work as a team to get On a Rail. Everyone can get credit from the same project, because the railway doesn't get torn up while each person travels along it. This means you can send off one worker, then another, then another, until everyone who participated in the project ends up with the achievement. The more people who participate, the more fun this is!

The good news is that this isn't very difficult apart from the labor. You need to harvest a massive quantity of Iron. You need smaller amounts of Redstone, Wood, and Gold as well, because Powered Rails are better for this.

Don't try to go up or down or deal with curves. Make a straight rail that burrows through any mountains that you encounter. Put down 31 regular Rails for every Powered Rail. Drop a Redstone Torch next to the Powered Rails to give them juice.

To be really clever, have one of the participants put a sign down every four Powered Rails. Note the number of tracks that have been deployed so far: 128, 256, etc. This way, you know how much farther you need to go without having to guess.

OVERKILL

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Enchanter" and deal 18 damage to a target	Deal eight hearts of damage in a single hit	PC only

Make a Diamond Sword, an Enchanting Table, and get the best enchantment you can for dealing damage (Bane of Arthropods or Smite). Focus on the correct target for the enchantment you use, so Spiders for Bane or undead for Smite.

When you fight these monsters, jump and swing to try to score critical hits; these blows enhanced damage. Bane or Smite at level 3 with a jumping critical and Diamond Sword should be enough for an Overkill!

REPOPULATION

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Cow Tipper"	Breed two Cows with Wheat	PC only

Find two Cows that are fairly close together and feed both of them Wheat. Happy hearts will appear over their heads to indicate they're in breeding mode. They'll sing sweet songs to each other and have a baby Cow. That's all you need to do.

RETURN TO SENDER

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "We Need to Go Deeper" or "Into the Nether" and kill a Ghost using a Ghost's Fireball	Destroy a Ghost with a Fireball	PC, PlayStation

Go to the Nether and take out any melee object, such as a Sword. Find a Ghost and wait for it to notice your character. Stand still so you're an easy target, and watch as the Ghost shoots a fireball at you. Swing at the last minute before the fireball hits, and try to aim your cursor at the Ghost while you do this. A successful strike sends the fireball back into the Ghost. Score a killing blow to win the fight and get the achievement.

When you try to do this, come to the field with full health, stay away from Zombie Pigmen, and don't start if you have a bunch of experience saved up. It's best to do this when you're low level. That way, it isn't as big a deal if you die. Also, stay close to your Overworld Portal. Otherwise, you might not get your gear back.

SNIPER DUEL

REQUIREMENTS

Complete "Monster Hunter" and kill a Skeleton with a Bow from long range

DESCRIPTION

Kill a Skeleton with an Arrow from 50 m or more

VERSIONS

PC, PlayStation

Look for Skeletons in the Overworld at night. Hit them with your current weapon to find out how many blows it takes to kill one of them. Once you do this, heal back to full health and find a new Skeleton. Slap it enough times with your weapon to almost kill it, and then back off. Go to very long range and draw your Bow. This usually takes a number of Arrows, so be sure to have a decent supply on hand in case you have trouble hitting the Skeleton. Fire from extremely long range until you get your kill.

To make the battle easier, there is a more involved way to do this. Craft several Fence pieces ahead of time. When you find your Skeleton victim, go forward and fence it in. Place Torches nearby. Wound the Skeleton, as usual, and then back off over 50 blocks. You now have a stationary target, making the sniping duel easier to win.

TAKING INVENTORY

REQUIREMENTS

Open your inventory

DESCRIPTION

Press the default Inventory key to open your inventory

VERSIONS

PC, Console

When you enter the game, use the key/button that's bound to your inventory. Simple.

THE BEGINNING.

REQUIREMENTS

Complete "The Beginning?"

DESCRIPTION

Kill the Wither

VERSIONS

PC only

To beat the Wither, use high-end, enchanted Diamond weapons and armor. Prepare yourself with a Potion of Night Vision, and construct Snow Golems in advance. Use all of these to your advantage and kill the Wither. This is quite doable even when you're alone, but bringing allies for the fight makes the encounter even more epic.

THE BEGINNING?

REQUIREMENTS

Complete "The End."

DESCRIPTION

Spawn the Wither

VERSIONS

PC only

This is a fairly late-game achievement. You need to spend a huge amount of time hunting Wither Skeletons in the Nether, until you collect three Wither Skeleton Skulls. They're a rare drop, so you have to fight in Nether Fortresses for a good while. Grab some Soul Sand on the way out of the Nether, and then find a safe tunnel deep inside the Overworld. Build a T-shaped stand of Soul Sand (a block on the bottom with three blocks of Soul Sand stacked horizontally above). Place the Wither Skeleton Skulls on top of the Soul Sand, and spawn the Wither!

THE END.

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "The End?" and use a portal to exit The End	Defeat the Ender Dragon	PC, PlayStation

Once you get access to The End, build an assortment of end game equipment: Diamond Armor, a Diamond Sword with high end enchantments, plenty of potions, a great Bow, and as many Arrows as you want to carry. Go to The End, break the Ender Crystals, and shoot the Ender Dragon again and again until it dies. Strategies for this are discussed earlier in this chapter.

THE END?

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Into Fire" and enter an End Portal	Locate The End	PC, PlayStation

Kill as many Blazes and Endermen as possible to collect Blaze Rods and Ender Pearls. Craft a large collection of Eyes of Ender, and use them to find a stronghold in the Overworld. Siege the stronghold and find the End Portal that is dormant within the compound. Use your Eyes of Ender to activate the End Portal. Go through the Portal, into The End when you're done.

THE LIE

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Time to Farm" and pick up a Cake	Use Wheat, Sugar, Milk, and Eggs to make a Cake	PC, Console

Make three Buckets and gather Milk in them. Use Sugar Cane to make two units of Sugar, find Chickens to steal an Egg, and harvest three Wheat. Combine all of these at a Crafting Table to make your first Cake.

TIME TO FARM

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Benchmarking" and pick up a Hoe	Use Planks and Sticks to make a Hoe	PC, Console

Use two Sticks and two Wooden Planks to craft your first Hoe. Now you can till Dirt or Grass into fertile land for growing crops.

TIME TO MINE!

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Benchmarking" and pick up a Pickaxe from the Crafting Table	Use Wood Planks and Sticks to make a Pickaxe	PC, Console

Use two Sticks and three Wooden Planks to craft your first Pickaxe.

TIME TO STRIKE!

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Benchmarking" and pick up a Sword	Use Wood Planks and Sticks to make a Sword	PC, Console

While you're making other simple items, stay at the Crafting Table and use one Stick and two Wood Planks to make a Sword. It's not a very good sword, but Stone upgrades aren't far in your future.

WE NEED TO GO DEEPER

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "DIAMONDS" and enter a Nether Portal	Build a Portal to the Nether	PC only

Make a Diamond Pick and use Water on Lava to create dark Obsidian blocks. Harvest these with the Diamond Pickaxe (carefully), and then return to your base when you have a large pile of them. Use 10-14 Obsidian to create a large O-shaped portal four blocks wide and five blocks tall. Don't fill in any of the portal's interior; leave that space entirely empty. Then, use Flint and Steel to light the portal area (i.e., the empty space in the center). It can now take you between the Overworld and the Nether.

WHEN PIGS FLY

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Cow Tipper," use a Saddle on a Pig, and cause the Pig to lose two hearts from falling damage	Fly a Pig off a cliff	PC, Console

Zombies occasionally drop Carrots. Once you get a Carrot, make a garden for it, and use Bone Meal to quickly develop a small pile of Carrots. Use these Carrots to lure a Pig back to your base. Gather a Saddle from a Chest in a dungeon or similar area (or trade for it). Then, craft a Carrot on a Stick as the finishing touch.

Put the Saddle on your Pig, climb onto it, and use the Carrot on a Stick to guide the Pig toward a medium-sized drop. Don't get your cute piggie killed, but make sure it falls far enough to take decent damage. Once you run the Pig over the edge, it lands and gives you credit for the achievement.

SKYLANDERS TRAP TEAM

PORTAL MASTER RANK

Portal Masters can earn Stars to increase their rank and receive numerous types of rewards. The amount of Stars required to raise rank progressively increases. Each time a new rank is achieved a reward is given in a Star Box at the Main Hall of the Academy. There are several ways to earn Stars. These include playing through the chapters in Story Mode, completing Arenas, and overcoming Kaos Doom Challenges. The number of Stars required and their corresponding rewards are given in the following table.

PORTAL MASTER RANK	STARS NEEDED TO REACH	REWARD
1	N/A	None
2	2	Gem worth 1000
3	2	Instant Level Up
4	2	Batterson's Bubble (Trinket)
5	2	Wooden Hat
6	2	Instant Level Up
7	3	Teddy Clops (Trinket)
8	3	Gem worth 2000
9	3	Instant Level Up
10	3	Raver Hat
11	4	Instant Level Up
12	4	Ramses' Rune
13	4	Gem worth 3000
14	4	Shire Hat
15	4	Instant Level Up
16	4	Ramses' Dragon Horn (Trinket)
17	4	Gem worth 4000
18	4	Old Ruins Hat
19	5	Instant Level Up
20	5	Dark Water Daisy (Trinket)
21	5	Gem worth 6000
22	5	Medieval Bard Hat
23	5	Seadog Seashell (Trinket)
24	6	Instant Level Up
25	6	Mongol Hat
26	6	T-Bone's Lucky Tie (Trinket)
27	6	Gem worth 8000
28	6	Instant Level Up
29	6	Mabu's Medallion
30	6	Wilikin Hat
31	6	Kuckoo Kazoo (Trinket)
32	6	Instant Level Up

PORTAL MASTER RANK	STARS NEEDED TO REACH	REWARD
33	6	Elemental Radiant
34	6	Oracle Hat
35	6	Time Town Ticker
36	6	Instant Level Up
37	6	Sheepwrecked Hat
38	6	Cyclops' Spinner
39	6	Gem worth 10,000
40	6	Frostfest Hat

EARN STARS IN STORY MODE

CHAPTER STARS: 88

COMPLETE STORY MODE BONUS: 12

Each of the 18 Chapters initially has three Stars that can be earned upon completing the Story Goals, Dares, and Collections for that level. After clearing Story Mode, a fourth Star is available in a new category called Difficult Dares. Also, as a reward for completing Story Mode the Portal Master is awarded 12 additional bonus Stars. Note that the total of 88 Stars include four Adventure expansions that are sold separately.

EARN STARS IN THE ARENA

ARENA STARS: 30

Brock is back with a brand new Rumble Club that has six Arenas to test your mettle. There are four stages in each Arena and the first three award one Star each. The final stage rewards players with two Stars and a Hat if they can complete this last challenge, and thus finish the entire series.

EARN STARS IN KAOS DOOM CHALLENGE

KAOS MODE STARS: 50

Kaos cursed the training simulator and each challenge gets progressively harder. There are 100 waves of enemies to survive and they're separated to nine groups of Challenges. Each Challenge must be completed in order to unlock the next one. The number of Stars rewarded increases as the number of waves and level of difficulty increase.

WHAT DO I NEED TO SEE EVERYTHING IN STORY MODE?

In order to access everything found throughout the Story Mode, you need the following:

One Trap Master Skylander figure for each of the eight elements.

One Trap of each of the eight elements.

You could clear the main story of *Skylanders Trap Team* with only one Skylander figure, but Trap Master Skylanders are required to open *Traptanium* Gates. Also, a Trap of each element is needed to complete the Villain Quests.

ADVENTURE EXPANSIONS

PREVIOUS EXPANSIONS

There were four Adventure Expansions for *Skylanders Spyro's Adventure*™. Dragon's Peak, Empire of Ice, Darklight Crypt, and Pirate Ship. *Skylanders SWAP Force*™ introduced two as well, Tower of Time and Sheep Wreck Island. While playing *Skylanders Trap Team*, use the Adventure Expansions from those games during regular play to execute a special attack that damages every enemy on the screen.

ADVENTURE EXPANSION FIGURE	AREA OF EFFECT ATTACK
Dragon's Peak	Fireballs
Empire of Ice	Ice Shards
Darklight Crypt	Shadowy Orbs
Pirate Ship	Cannonballs
Tower of Time	Gears
Sheep Wreck Island	Fireballs

NEW TRAP TEAM EXPANSIONS

Four new toys will be released for *Skylanders Trap Team*. Each of these unlocks a new chapter in Story mode where you can earn Stars and capture new Villains. Mirror Of Mystery and Nightmare Express are the first two that will be released.

MIRROR OF MYSTERY

Enter an alternate universe where good guys are bad and bad guys are good.

NIGHTMARE EXPRESS

Take a wild trip through Flynn's imagination to "assist" him in recovering the Trolly Grail!

MAGIC ITEMS

Adventure Packs usually include two Magic Items that aid your Skylander with a special attack or a beneficial effect. The Magic Items have a timer, but it resets whenever you start a new level.

SKYLANDERS SPYRO'S ADVENTURE EXPANSIONS

ANVIL RAIN

When you put this item on the Portal, anvils fall from the sky, randomly hitting enemies in the area. If an anvil hits your Skylander, it only knocks them back. It does not damage them.

GHOST PIRATE SWORDS

This Adventure Item spawns in two swords that float around the screen, attacking the Skylander's foes.

HEALING ELIXIR

This awesome item quickly heals your Skylanders while they wander around. Your Skylanders regain 30 health every second, but Healing Elixir has a short duration.

HIDDEN TREASURE

When you use Hidden Treasure on a Story Level, a bonus treasure chest is randomly generated. Use the radar at the bottom of the screen to help locate the chest.

SKY-IRON SHIELD

This Adventure Item causes two rotating shields to protect your Skylander for its duration. This item doesn't make your Skylander invulnerable, but it does make them tougher.

SPARX THE DRAGONFLY

Sparx buzzes around, blasting enemies with his insect breath. He can only stay around for about a minute, but can really help in tough fights.

TIME TWIST HOURGLASS

The Time Twist Hourglass slows down time, putting the game into slow motion for the duration of the spell. The catch is, your Skylander doesn't slow down!

VOLCANIC VAULT

Using Volcanic Vault in *Skylanders SWAP Force* causes fire to rain down from the sky, damaging enemies for a short time.

WINGED BOOTS

With this Adventure Item, your Skylander can run much faster than normal. This item is tremendously helpful during Time Attack.

SKYLANDERS GIANTS EXPANSIONS

Two special figures were made for *Skylanders Giants*TM. They both can help clear out enemies and make for smoother travels.

DRAGONFIRE CANNON

The Dragonfire Cannon blasts enemies every few seconds. It also follows Skylanders as they move through levels.

SCORPION STRIKER

The Scorpion Striker Catapult lobbs spiked balls at enemies. If the spiked ball doesn't hit an enemy in the air, it remains on the ground and explodes if an enemy gets close.

SKYLANDERS SWAP FORCE EXPANSIONS

ARKEYAN CROSSBOW

It generates an in game crossbow with a lob attack. The bolt damages enemies it hits and also generates a watery wave that hits other nearby enemies.

BATTLE HAMMER

A Battle Hammer appears over your Skylander's head. Whenever you press Attack 1 the hammer hits the ground in front of your Skylander (Skylanders still execute their normal attack, though). Nearby enemies take damage and are knocked back.

FIERY FORGE

When placed on the Portal of Power, a cauldron floats over your Skylander's head. When enemies are near, the cauldron tips over and covers the ground with molten metal, producing an effect similar to Eruptor's attack, Eruption.

GROOVE MACHINE

The Groove Machine follows Skylanders and plays music.

PLATINUM SHEEP

The Platinum Sheep disguises your Skylander as a sheep and restores health over time. Enemies ignore the sheep and allow it to recover health in peace. While you can still move around, you can't perform any other actions (like attack) until the disguise is removed.

SKY DIAMOND

When the Sky Diamond is active, every defeated enemy drops a diamond worth 25 gold. It's a great way to earn money quickly, to help pay for items and Skylander upgrades.

UFO HAT

Placing this Magic Item on the Portal of Power unlocks the UFO Hat.

SKYLANDERS TRAP TEAM

HOG HOARDER

The Hog Hoarder increases the overall treasure you find.

HAND OF FATE

The Hand of Fate stuns enemies so you can better manage a fight.

TIKI SPEAKY

The Tiki Speaky talks to you and has a stun effect on enemies.

RAM ROCKET

The Ram Rocket is a giant rocket-like ram that flies across the screen, damaging all enemies.

SKYLANDERS ACADEMY

Skylanders Academy is the hub where your Skylander first appears when you select Story from the main menu (after completing Chapter 1: Soda Springs), and where your Skylander returns after completing a story Chapter, an Arena (if you spoke with Brock), or Kaos Challenge Mode (if you interacted with the Kaos statue). The buildings are under construction and unavailable at first, but Mags opens new areas as you complete chapters of the adventure.

THE COURTYARD

Your Skylander begins each trip to Skylanders Academy on a stone path overlooking the Courtyard. The character at the other end of the path is often the one you talk to in order to begin the next part of the adventure. The Villain Vault is a few steps farther. Use the Villain Vault to learn more about Villains, and to switch them into your traps.

The floating platforms near the Villain Vault lead to a mysterious portal. When you place the Magic Items Mirror of Mystery or Nightmare Express on your Traptanium Portal, use this portal to reach those worlds. Descend the steps on the side opposite of The Courtyard of the mysterious portal to reach Persephone.

PERSEPHONE'S TREEHOUSE

Persephone remains in The Courtyard, trading Skylander upgrades for gold, but she's not far from her Treehouse. Go inside her treehouse to collect a few coins and the **Elemental Diamond Trinket**.

COURTYARD TOWER

Complete Chapter 2: Know-It-All Island and hop over the gap between the mysterious portal area and the red carpet. Use the switch to enter Courtyard Tower. It's a large, open room filled with coins that you can visit one time during each trip to Skylanders Academy. The coins reappear each time, and there's a Trinket you can collect once, **Iris' Iris**.

MAIN HALL

When the Main Hall first opens after Know-It-All Island, there are more closed off areas than spots to visit. Auric's shop is available immediately, and he adds to his inventory throughout the adventure. Interact with the hot air balloon image near the fireplace to create a shortcut between the Main Hall and The Courtyard.

The first new area in the Main Hall appears after Chapter 3: Chompy Mountain. Mags has a slot machine-like device that spits out valuables. Brock opens the Rumble Club after Chapter 4: Phoenix Psanctuary, and Crossbones introduces Skalestone Showdown at the same time.

THE GREAT CHIMNEY

Inside the Main Hall, look for a switch near the fireplace. It opens the way to The Great Chimney. It's similar to the Courtyard Tower, where you can visit it once per trip to Skylanders Academy and it also has a Trinket, the **Big Bow of Boom**.

UPPER HALLWAY

Opened after completing Chapter 6: Rainfish Riviera, the Upper Hallway doesn't have any attractions of its own, but houses the Hat Store and Game Room.

THE KITCHEN

The Kitchen appears off the Main Hall after the completion of Chef Zeppelin. Hit the floating dodecahedrons in the cauldron with an attack from a Skylander of the proper element to destroy them. Destroy all the dodecahedrons to earn rewards. Each trip back from a Story chapter adds new elements to the cauldron. The Kitchen is also the location of Kaos' quest.

THE CRYSTAL CAVERNS

Opened by placing the Legendary Geode Key in the Kitchen, the Crystal Caverns are a special area only available to Mini-Skylanders.

Who Wants Kaos Kake?

After you capture Kaos, take him to Blobbers in the kitchen. Blobbers wants Kaos' help in creating a competition-winning dish.

HAT STORE

Hatterson opens a store off the Upper Hallway. He has a quest for Hood Sickle, and once it's complete he offers a selection of Legacy Hats for sale. His inventory includes hats for sale in previous Skylanders adventures.

HAT STORE INVENTORY

HATS	PRICE	EFFECT
Fancy Hat	25	+2 Armor, +1 Speed
Cowboy Hat	25	+2 Critical Hit, +2 Armor
Plunger Head	25	+2 Critical Hit, +2 Elemental Power
Purple Fedora	25	+1 Speed, +2 Armor
Turban	25	+5 Armor
Biter Hat	25	+5 Critical Hit
Propeller Cap	100	+3 Speed
Coonskin Hat	100	+7 Critical Hit
Royal Crown	100	+10 Critical Hit
Mariachi Hat	100	+10 Armor
Archer Hat	100	+10 Critical Hit
Toy Solider Hat	100	+5 Critical Hit, +2 Speed
Pirate Hat	250	+20 Armor

HATS	PRICE	EFFECT
Rocket Hat	250	+6 Speed
Traffic Cone Hat	250	+15 Critical Hit
Princess Hat	250	+3 Speed, +7 Elemental Power
Wabbit Ears	500	+5 Speed, +12 Armor
Unicorn Hat	500	+12 Critical Hit, +12 Armor
Firefighter Helmet	500	+8 Critical Hit
Future Hat	500	+10 Speed

Netetresphe!

Hatterson wants to improve business at his Hat Store, and Hood Sickle is the perfect candidate to help him. Hood Sickle needs to destroy eight counterfeit hat machines in 10 minutes or less. Each machine has Troll guards that try their best to keep Hood Sickle from completing the task. Clear out the guards as quickly as you can, then use Hood Sickle's big swing to destroy the machines.

SKALETONE SHOWDOWN

Skaletone Showdown is a rhythm game where you take on some of the most famous (and infamous) characters from all of Skylands. It's not just for Skylanders, either. Captured Villains can play, too!

Look for the Skaletone's frontman, Crossbones, in the Main Hall. The statues behind him represent the people trying to join the band. Complete additional Story chapters to unlock the full roster of showdown challengers.

Interact with a statue to begin a showdown against that character. You must select a difficulty. Higher difficulties offer more gold, but you need to be good to earn it.

There are three stages to a showdown. The first and last stages prompt you to press the proper button when it crosses into the gold box on the screen. Accuracy increases your score multiplier, so no missing means bigger scores. The middle stage is a freestyle jam. Mash buttons and shake the controls sticks as quickly as possible to fill the meter. Fill the meter to earn a medal.

GAME ROOM

The Game Room opens after events in Chapter 6: Rainfish Riviera. Dreadbeard offers to play Skystones Smash inside. Jump on the nearby Element-based platforms with a matching Skylander to move up higher. Reach the top and claim your prize. After you collect the Legendary Rocket in Chapter 13: Future of Skylands, the Game Room has the portal to reach the Observatory.

ACADEMY DEFENSE TOWER

Once you complete Chapter 7: Monster Marsh, a new area opens up off the Main Hall. Go past Mags and her slot machine to reach the Academy Defense Tower. There are coins to collect in the area, a Trinket to find, and a Troll Radio for entertainment.

OUTER WALKWAY

Go up the stairs near Crossbones to reach the Outer Walkway. The Outer Walkway connects the Main Hall to The Grand Library.

THE GRAND LIBRARY

The Grand Library opens after your visit to Mystic Mill. It has two hidden areas, which both contain Trinkets, to explore. One is The Archives. Look on the wall not far from the quick travel portal. The other secret location involves Quigley and a mini Skylander. The book in the upper right corner of the library brings up the Skylander collection menu.

LEGENDARY TREASURES

Use the Legendary Treasures you collected during Story chapters to decorate Skylanders Academy. Most Legendary Treasures are simple visual upgrades, but some do more than improve the Academy's visual appeal.

TREASURE	CHAPTER FOUND	WHERE TO PLACE IT	EFFECT
Legendary Tribal Statue	CH 2: Know It All Island	Courtyard	Floating statue appears
Legendary Chompy Statue	CH 3: Chompy Mountain	Main Hall	Large statues appear
Legendary Golden Egg	CH 4: Phoenix Psanctuary	Main Hall	Attack it to open it up
Legendary Pepper	CH 5: Chef Zeppelin	Kitchen	Kitchen decoration
Legendary Bubble Fish	CH 6: Rainfish Riviera	Courtyard	Decoration near quick travel spots
Legendary Golden Frog	CH 7: Monster Marsh	Outer Walkway	Changes the look of the area
Legendary Cyclops Teddy Bear	CH 8: Telescope Towers	Courtyard	Floats between buildings
Legendary Saw Blade	CH 9: Mystic Mill	Main Hall	Wall decoration
Legendary Eel Plunger	CH 10: Secret Sewers of Supreme Stink	Outer Walkway	The Eel pops up from pools
Legendary Masterpieces	CH 11: Wilikin Workshop	Main Hall	Paintings appear over the fireplace
Legendary Clocktower	CH 12: Time Town	Persephone's Treehouse	Grandfather clock appears
Legendary Rocket	CH 13: The Future of Skylands	Game Room	Opens the Observatory
Legendary Mabu Parachute	CH 14: Operation: Troll Rocket Steal	Courtyard	It's raining Mabu
Legendary Geode Key	CH 15: Skyhighlands	Kitchen	Opens the Crystal Caverns
Legendary Golden Dragon Head	CH 16: The Golden Desert	Main Hall	Door decorations
Legendary Hippo Head	CH 17: Lair of the Golden Queen	Upper Hallway	New pillar base
Legendary Weird Robot	CH 18: The Ultimate Weapon	The Kitchen	A new kitchen helper
Legendary Windmill	Mirror of Mystery	Courtyard	Windmill appears
Legendary Flynn Statue	Nightmare Express	Upper Hallway	Statue of Flynn appears

THE ARCHIVES

The Archives is a coin-filled room you can revisit one time for each trip to Skylanders Academy. There is also a Trinket to collect here.

THE READING ROOM

Speak with Quigley while a mini Skylander is on the *Traptanium Portal*. He sends your Skylander to The Reading Room. Here you can find **Stealth Elf's Gift**.

THE OBSERVATORY

To get to the Observatory, you need to find the **Legendary Rocket** in The Future of Skylands. On your next trip to Skylanders Academy, go to the Game Room and place the Legendary Treasure to create a portal to the Observatory. The Observatory has a telescope you can use to observe the rocket orbiting a moon. If it looks familiar, you might remember it from the opening credits! You can find **Spyro's Shield** in the Observatory as well.

ACHIEVEMENTS & TROPHIES

ACHIEVEMENT NAME	ACHIEVEMENT DESCRIPTION	XBOX POINTS	PS TROPHY
Soda Saver	Complete Chapter 1: Soda Springs	10	Copper
Now YOU Know It All	Complete Chapter 2: Know-It-All Island	10	Copper
Chompy Champ	Complete Chapter 3: Chompy Mountain	10	Copper
Bird Buddy	Complete Chapter 4: The Phoenix Psanctuary	10	Copper
Master of Chefs	Complete Chapter 5: Chef Zeppelin	10	Copper
Squid Seeker	Complete Chapter 6: Rainfish Riviera	10	Copper
Swamp Survivor	Complete Chapter 7: Monster Marsh	10	Copper
Dreamcatcher Catcher	Complete Chapter 8: Telescope Towers	10	Copper
Lumber Liberator	Complete Chapter 9: Mystic Mill	10	Copper
Aroma Avenger	Complete Chapter 10: Secret Sewers of Supreme Stink	10	Copper
Krankcase Kapturer	Complete Chapter 11: Wilikin Workshop	10	Copper
Clock Crusader	Complete Chapter 12: Time Town	10	Copper
Back From the Future	Complete Chapter 13: The Future of Skylands	10	Copper
Rocket Recoverer	Complete Chapter 14: Operation: Troll Rocket Steal	10	Copper
Squadron Star	Complete Chapter 15: Skyhighlands	10	Copper
Desert Dominator	Complete Chapter 16: The Golden Desert	10	Copper
Royal Flusher	Complete Chapter 17: Lair of the Golden Queen	10	Copper
Kaos Komeuppance	Complete Chapter 18: The Ultimate Weapon	10	Copper
Statue Smasher	Destroy 4 stone Chompy heads during Chapter 3: Chompy Mountain	10	Copper
Preemptive Power	Destroy 1 Dropship in Chapter 4: The Phoenix Psanctuary	10	Copper
Cannon Completest	Destroy 8 Troll Transports during the flying sequence in Chapter 5: Chef Zeppelin	10	Copper
Pipe Down	Destroy 4 stacks of pipes using the crane on Dredger's Yacht during Chapter 6: Rainfish Riviera	10	Copper
No Coins Left Behind	Collect 20 coins while following Marsha through the mist during Chapter 7: Monster Marsh	10	Copper
Ball Sprawler	Knock 12 Golden Balls off the waterfall in the Meditative Pool area in Chapter 8: Telescope Towers	40	Silver

ACHIEVEMENT NAME	ACHIEVEMENT DESCRIPTION	XBOX POINTS	PS TROPHY
Evilikin Eliminator	Shoot 20 Evilikin Runners during the flying sequence in Chapter 9: Mystic Mill	10	Copper
No Goo For You!	Travel to Splash Station in Chapter 10: Secret Sewers of Supreme Stink without taking any damage from goo	10	Copper
Ride the Rails	Ride the train to the end of the line in Chapter 11: Wilikin Workshop	10	Copper
Do Pinchy Defacer	Destroy 5 Da Pinchy statues in Chapter 12: Time Town	10	Copper
Just to be Safe	Take down every shield unit during the flying sequence in Chapter 13: The Future of Skylands	10	Copper
Exhaust All Possibilities	Complete the arena battle without getting hit by rocket exhaust in Operation: Troll Rocket Steal	10	Copper
Look Ma, No Rockets!	Shoot down 30 Air Pirates without using rockets in Chapter 15: Skyhighlands	40	Silver
Garden Gladiator	Destroy 10 cacti during Chapter 16: The Golden Desert	10	Copper
Highwire Act	Complete all the tile floor puzzles without falling during Chapter 17: Lair of the Golden Queen	10	Copper
Do a Barrel Roll	Collect 9 coins while falling down the Machine Heart in Chapter 18: The Ultimate Weapon	10	Copper
Savior of Skylands IV	Complete Story Mode on any difficulty setting	150	Gold
Dream a Little Nightmare	Complete Story Mode on the Nightmare difficulty setting	150	Gold
Kaas Mode Master	Defeat 100 enemies in Kaas Mode	20	Copper
Star Star	Earn 50 Stars in Kaas Mode	75	Silver
Arena Mogul	Unlock Brock's special arena	10	Copper
Chairman of the Rumble Club	Complete all Arena levels	75	Gold
Not Out of Your Element	Unlock your first Elemental area	10	Copper
Hero Hunter	Capture 10 Villains	30	Copper
Skystones Scavenger	Collect 20 Skystones	20	Copper
All the Way Up!	Level up any Skylander to level 20	30	Silver
Wow, That's Tough!	Achieve Portal Master Rank 5	20	Copper
Road to Redemption	Complete a captured Villain's quest	10	Copper
IMPOSSIBLE!!!	Earn all other Trophies (PS3 Only)	—	Platinum

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3D DOT GAME HEROES

HIDE SHIELD

Pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, ●, ●. Re-enter the code to show the shield again.

TOGGLE SWAY IN WALKING

Pause the game and press L1, R1, L1, R1, L1, R1, ●. Re-enter to turn this back on.

SPELUNKER MODE

Enter your name as SPELUNKER. In this mode, you will die with one hit — along with some dialogue changes.

THE AMAZING SPIDER-MAN

BIG TIME SUIT

Find this suit behind red bleachers in Times ●.

CLASSIC BLACK SUIT

Find this suit in the park left of the Oscorp Building downtown at the gazebo.

FUTURE FOUNDATION SUIT

Search for this suit in the alley behind the gas station, just right of the north bridge.

NEGATIVE ZONE SUIT

Find the Beenox building near the Brooklyn Bridge and search the roof for this suit.

SCARLET SPIDER (2012) SUIT

Look for a bridge north of the fountain in Central Park. Take a picture of the Spider-Man emblem on the side to unlock this suit.

CROSS SPECIES SUIT

Complete the game on any setting.

BLACK SUIT

Complete the game with 100%.

BAKUGAN: DEFENDERS OF THE CORE

HIDDEN ITEMS

Select Unlock Codes from Collection and enter HXV6Y7BF. Now you can unlock up to eight of your unique Bakugan Dimensions codes.

EFFECT	CODE
10,000 Core Energy	82D77YK6P8
Ten Vexos Passes	YJ7RGG7WGZ
Earthen Armor	YQLH8BSMDC
Fire Spirit	TD4UMFSRW3

EFFECT	CODE
Light Arrow	2FKRRMNCQ
Tornado Vortex	HUUM8STAR
Water Pillar	JJUZDEACIX
Zorch Thunder	QY8CLOSUR

BATMAN: ARKHAM CITY

ALL BATMAN SKINS

This code allows you to start the campaign with all of the skins that you have downloaded, purchased, or unlocked. After selecting your save slot, press Left, Left, Down, Down, Left, Left, Right, Up, Up, Down at the main menu. You are then given the opportunity to select a skin.

BIG HEAD MODE

In the game, select the Cryptographic Sequencer. Hold L2 and then hold R2 to get Batman to use the device. Next, rotate the right analog stick clockwise while rotating the left analog stick counter-clockwise. Eventually, you notice Batman's head enlarge. Enemies and other characters' heads are also big. This works in Normal, Hard, and New Game +.

BATMAN: ARKHAM ORIGINS

PLAYSTATION 3 THEMES

THEME	EARNED BY
Assassins	Defeat Deathstroke in Story Mode
Arkham Origins	Complete Story Mode
Waynetech Theme	Complete "I am the Night" Mode

NEW GAME PLUS

Complete Story Mode to unlock New Game Plus and take on the story again, but this time around with all your upgrades. Counter marks are now gone and enemies are much tougher right from the start with new configurations. Access this mode from the Main menu. All XP and collectibles are carried over from Story Mode.

I AM THE NIGHT MODE

Complete New Game Plus to unlock I Am The Night. Play the story from the beginning with no retries available. Take on the challenge with only one chance to succeed. If you get into trouble, be ready to hit the Power button or else start from the beginning.

THE BEATLES: ROCK BAND

BONUS PHOTOS

At the title screen, press Blue, Yellow, Orange, Orange, Orange, Blue, Blue, Blue, Yellow, Orange

BEJEWELLED 3

BUTTERFLIES MODE

Reach Level 5 in Zen Mode.

DIAMOND MINE MODE

In Quest Mode, unlock the second relic by completing four challenges of the first.

ICE STORM MODE

Score over 100,000 points in Lightning Mode

POKER MODE

Reach Level 5 in Classic Mode.

BEN 10 GALACTIC RACING

KINECELARATOR

Select Promotional Codes from Extras and enter Ben, Spidermonkey, Kevin Levin, Ultimate Echo Echo.

CARS 2: THE VIDEO GAME

ALL MODES AND TRACKS

Select Enter Codes from the Options and enter 959595.

LASER GUIDED

Select Enter Codes from the Options and enter 123456. Select Cheats to toggle the cheat on and off.

UNLIMITED ENERGY

Select Enter Codes from the Options and enter 721953. Select Cheats to toggle the cheat on and off.

DISGAEA 4: A PROMISE UNFORGOTTEN

EXTRA CHARACTERS

After completing the story, extra battles become available from the Senate. Clear these to unlock the following characters.

CHARACTER	CLEAR EXTRA BATTLE
Axel	1
Flonne	2
Raspberyl	3
Etna	4

CHARACTER	CLEAR EXTRA BATTLE
Laharl	5
Asagi	6
Kurtis	7
Zetta	9

DJ HERO 2

ALL BONUS CONTENT

Select Cheats from the Options. Choose Retail Cheats and enter VIP Pass.

DAVID GUETTA

Select Cheats from the Options. Choose Retail Cheats and enter Guetta Blaster.

DEADMAU5

Select Cheats from the Options. Choose Retail Cheats and enter Open The Trap.

INVISIBLE DJ

Select Cheats from the Options. Choose Retail Cheats and enter Now You See Me.

AUTO CROSSFADE

Select Cheats from the Options. Choose Retail Cheats and enter I Hate Crossfading. This disables Leaderboards.

AUTO SCRATCH

Select Cheats from the Options. Choose Retail Cheats and enter Soothing. This disables Leaderboards.

AUTO TAP

Select Cheats from the Options. Choose Retail Cheats and enter Look No Hands! This disables Leaderboards.

DRIVER: SAN FRANCISCO

MOVIE SCENE CHALLENGES

As you collect the 130 Movie Tokens in the game, Movie Scene Challenges are unlocked as shown below.

MOVIE SCENE CHALLENGE	VEHICLE GIVEN	# MOVIE TOKENS
Gone In 60 Seconds	1973 Ford Mustang Mach I	10
Starsky & Hutch	1974 Dodge Monaco Cop	20
Bullitt	1968 Ford Mustang GT Fastback	30
The French Connection	1971 Pontiac LeMans	40
Blues Brothers	1974 Dodge Monaco	50
Cannonball Run	1978 Lamborghini Countach LP400S	60
Dukes of Hazard	1969 Dodge Charger R/T	70
Vanishing Point	1970 Dodge Challenger R/T	80
The Driver	1965 Chevrolet S-10	90
Redline	2011 McLaren MP4-12C	100
Smokey & The Bandit	1977 Pontiac TransAm Firebird	110
Test Drive	1987 RUF CT-R Yellow Bird	120
The Italian Job	1972 Lamborghini Miura	130

DUCKTALES REMASTERED

8-BIT AUDIO MODE

At the CAPCOM loading screen, press Down, R1. Up, L1. This mode can be selected in the options.

EARTH DEFENSE FORCE: INSECT ARMAGEDDON

HIDDEN IMAGES IN GALLERY

Select Gallery from the Extras menu. At the gallery press , , , , L1, R1.

FAT PRINCESS

GRIM REAPER!

Select Play With Yourself and then Mess About. Start a game, pause, and press Up, Up, Down, Down, Left, Right, Left, Right, Select, Start, .

FINAL FANTASY XIII-2

LIGHTNING THEME

This theme is unlocked if you have a save game for Final Fantasy XIII on your console.

ANOTHER LIGHTNING THEME

Earn the Master of Time Trophy.

MOG THEME

Earn the Fair Fighter Trophy.

NOEL THEME

Earn the Chronosavior Trophy.

SERAH THEME

Earn the Defragmented Trophy.

FINAL FANTASY XIV: A REALM REBORN

UNLOCK JOBS

As listed in the following table, reach Level 30 in the Main Class and Level 15 in the corresponding Sub Class. Then you must complete a specific job quest to unlock the job.

JOB	MAIN CLASS	SUB CLASS
Bard	Archer	Pugilist
Black Mage	Thaumaturge	Archer
Dragoon	Lancer	Marauder
Monk	Pugilist	Lancer
Paladin	Gladiator	Conjurer
Scholar	Arcanist	Conjurer
Summoner	Arcanist	Thaumaturge
Warrior	Marauder	Gladiator
White Mage	Conjurer	Arcanist